INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION

Nintendo

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Thank you for selecting the Super Nintendo Entertainment System™ NIGEL MANSELL'S WORLD CHAMPIONSHIP* game pak.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

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Thank You . . .

for purchasing the Sunsoft Lemmings™ Game Pak.

Please read this instruction booklet carefully **before** starting to play the game. In doing so, you will be able to save even more Lemmings! Be sure to keep this manual in a safe place. These helpless critters are counting on you!

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What is a Lemming?

Lemmings are actually very small rodents that live in Northern Europe. Every so many years an unusual event happens; The Lemming population explodes and grows to immense proportions. At this time, the multitudes travel across vast spaces of land oblivious to any danger that may confront them. The Lemmings' only concern is to migrate forward, each following the next. Where are they going you ask? In an almost hypnotic state, they plunge, by the thousands, mindlessly into the sea towards certain annihilation.

This is your chance to play a part in a natural phenomenon and possibly help solve a puzzle which has baffled researchers for years.

Our Definition

lem-ming ('lem-ing): adorable yet incredibly stupid furry creatures, lost in a maze of confusion. Known for walking off cliffs, wandering aimlessly into dangerous passageways and drowning by the thousands in small pools of water. Without your help, they have no chance for survival.

Let's Go!

Lemmings may be mindless but are luckily equipped with special skills that you must assign to them so that they can travel safely through many dangerous terrains. An experienced player will know precisely where and when to assign these skills to the token Lemmings who will build a safe path towards an exit and save the rest of their buddies. Your success is measured by the percentage you save.

It will take all your brain power to rescue as many Lemmings as possible from impending doom! As you see hordes of these cute little fellows march to their sad fate, a guilty conscience is not the only thing you will develop – it's sure to become an addictive obsession!

How to Start the Game

The number of Lemmings you will have to save in order to progress to the next level will vary depending on the level. However, the **most** Lemmings you will ever have to save in one level is 100.

The player must assign skills to particular Lemmings to guide the others to safety within the time limit.

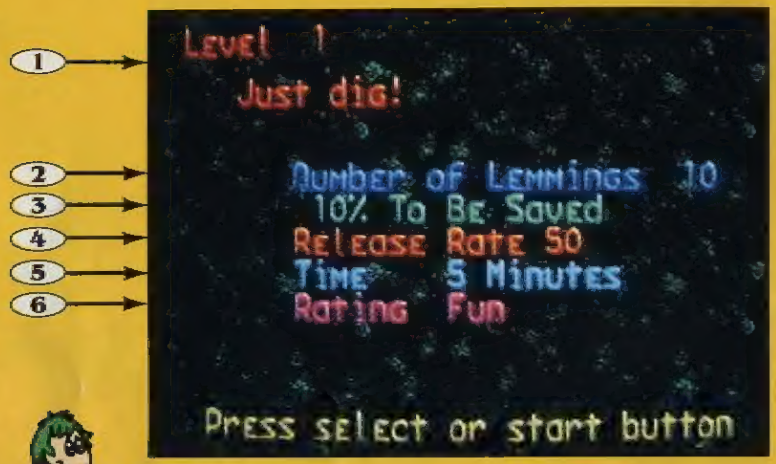
As soon as the Lemmings begin to fall from the trap door, they will proceed either to the left or to the right. If they hit an obstacle, they will turn in the opposite direction. All they know is to keep marching forward even if it means their demise. Use the skills provided to save all you possibly can.

Insert the cassette then turn on the system. You will see a short demo and then the following title screen:

Press the D-Button (Directional Button) up or down or use the Select Button to select 1 or 2 players and/or to input the password, then press the Start Button to begin selecting your options.

One Player Game

If you have selected One Player Game you will see the following screen message:



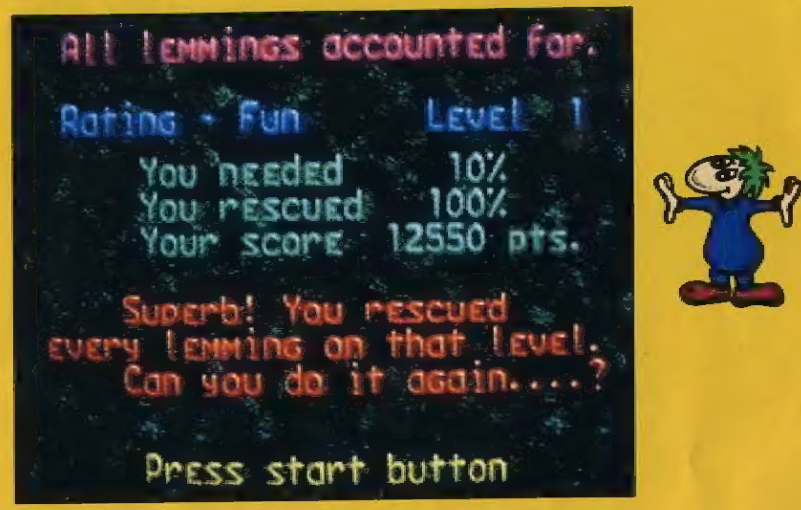
Select from one of these four levels of difficulty by pressing the Select Button:

FUN TRICKY TAXING MAYHEM

Obviously, levels of FUN are the easiest and game play becomes more difficult if you select MAYHEM.

1) Name and Number of the Level you are about to play.
   In some instances, the name of the level may hint as to what may lie ahead i.e.: Just Dig! – Diggers must be used.
2) How many Lemmings will drop from the trap door.
3) The percentage you must save in order to proceed to the next level.
4) The minimum speed at which the Lemmings will drop from the trap door. This speed at which they fall can be increased and slowed but cannot be lowered below the original number.
5) Time Limit you have to complete the level.
6) What level of difficulty you have already selected.

Clearing the Level

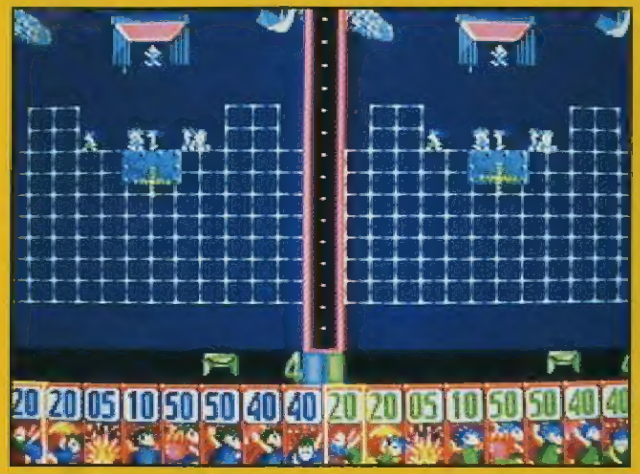


Regardless of whether or not you have defeated a level, another screen will appear once game play has ceased. This screen will tell you what percentage of Lemmings you needed to save and how many you actually saved. It will also give you your total points scored. If you have not defeated the level, you will be given the option to play the same level again. If you have defeated the level, you will proceed onto the next by pressing the Start Button.

All Lemmings must be cleared off of the playing screen before moving on to the next level. Those remaining as Blockers or trapped must be exterminated.

There are 125 levels making up the one player option.

Two Player Game



The game play screen will be divided in half. The **left** side of the screen is controlled by the **left** controller and will be responsible for saving the BLUE clothed Lemmings.

Conversely, the **right** side of the screen is controlled by the **right** controller and will be responsible for saving the GREEN clothed Lemmings.

At the start each player is equipped with the same number of skilled Lemmings.

In the first level 40 BLUE Lemmings and 40 GREEN Lemmings will appear. Lemmings saved in previous levels are added to players' initial 40 for the next level.

Example:

Start: 40 (GREEN) Lemmings
40 (BLUE) Lemmings

Saved: 15 (GREEN) Lemmings
12 (BLUE) Lemmings

Next Level: 55 (GREEN) Lemmings
52 (BLUE) Lemmings

Note: The most Lemmings you will ever have to save per level is 80. You will not receive any more than 80 Lemmings.

The screen is divided in half so that each player can see the playing field from their own perspective. This will allow each player to control his Lemmings anywhere on the playing field.

Two Player Game continued

Each level contains a BLUE exit and a GREEN exit. The objective is to guide your Lemmings to the corresponding exit while using your Lemmings to prevent your opponent from reaching his exit. You are capable of saving your opponent's Lemmings through your exit and thus, winning that game.

You can NOT control your opponent's Lemmings or screen.

TIP: Watch your opponent's screen to see how he is plotting to exit, then plan your defense.

The bar in the middle of the screen indicates how many Lemmings each player has saved during game play. BLUE notches indicate BLUE Lemmings saved and GREEN notches indicate the number of GREEN Lemmings saved.

There are 20 levels that make up the Two Player option.

Password

The password for the following level will be given to you once you have completed the level before it. When you have completed a level, a scoring screen will appear. Press the Start Button to see the password for the next level. Write your passwords down and keep them in a safe place so that when you want to resume game play you do not have to start from the beginning of the game. (A password log has been provided in the back of this manual.)

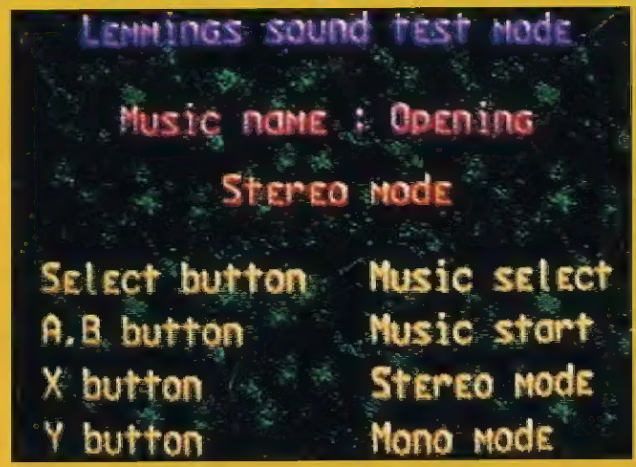
To resume game play select "Password" on the title screen. The Password Screen will appear. Select the letters that make up the password by using the D-Button and insert each one by pressing the A or B Buttons. The X and Y Buttons are used to move spaces left and right. Once the password is inserted, hit the Start Button. You will resume game play after the last level you completed.

Continue

If you have not defeated a level, the scoring screen will give you the option to continue. The option only lasts for 10 seconds. If you would like to try that level again simply hit the start button within those 10 seconds. If you choose not to, the game will automatically reset itself.

If you would like to play levels that you have already defeated, you may do so while in the Level Title Screen. Select the levels you wish to play by pressing the D-Button left or right. You can only play levels you have already mastered.

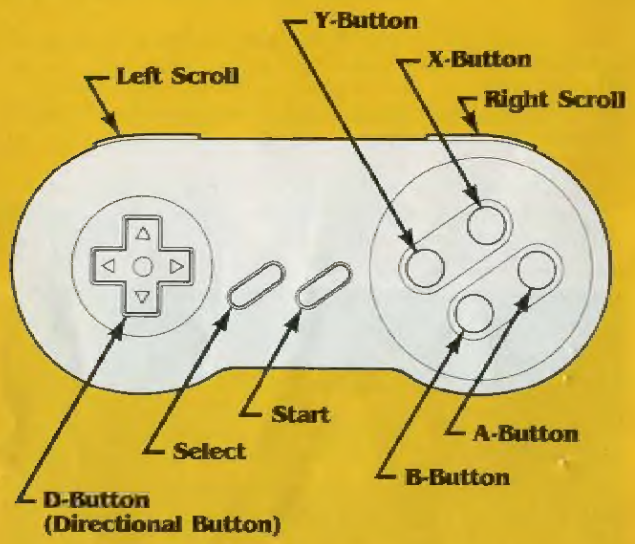
Sound Test



When the title screen appears press the Select and Start Buttons. Select "Sound Test" to sample music from all levels. You can only sample music NOT select music for specific levels. To exit, press the Start Button.

How to Use the Joy Pad

When the title screen appears press Select and Start to see the Pad Setting Controls. Select either Pad 1 or Pad 2 to adjust settings to what is comfortable for you. If you choose not to change settings the following is standard set-up for the joy pads:



Left Top – Hold down to scroll the screen to the left.

Right Top – Hold down to scroll the screen to the right.

L-Top or R-Top + B-Button = scroll speed up.

D-Button – Moves the cursor in all directions
– Scrolls the screen in left and right directions

D-Button + B-Button = cursor speed up

Select Button – Used with other buttons

Select + Start = will restart level (during game play)

Start Button – Press to start game play
– Press to pause game play (gives you time to think)

X-Button – Moves "selection box" over the Lemming icons at the bottom of the screen to the right.

Y-Button – Moves "selection box" over the Lemming icons at the bottom of the screen to the left.

Cursor + A-Button – Selects a particular Lemming icon (when the cursor is placed over the icon)

– Gives Lemming the selected skill (when the cursor is placed over a Lemming)

– Warps to areas on the play screen (when the cursor is placed over a selected area on the map)

– Speeds up or slows down release rate of Lemmings (when the cursor is placed over icon)

Cursor + A-Button (pressed twice) – Exterminates all Lemmings on the screen (when the cursor is placed over "Lemming Bomb" icon)

B-Button – Used with other Buttons

Icon Menu

1) Selected Lemming's Particular Task or Action
   - To view this, move the cursor over the Lemming.

2) Control for Lemming release rate
   - Cursor used with A-Button will speed up (+) or slow down (-) rate of Lemming release.

3) Amount of Tasks that can be selected in that level.
   - If there is no amount, the task cannot be selected

4) Lemming Bomb
   - Set cursor over this icon and press the A-Button twice to exterminate all the Lemmings on the screen.

5) Level Map
   - The box in the map indicates the portion of the level you are viewing on your screen.

   - You can move to another area on the screen without scrolling by placing the cursor on a particular area on the map and pressing the A-Button. You will warp to that area on the screen.

6) Timer
   - Complete the level before the time runs out. Time varies depending on level and difficulty.

7) Percentage of Lemmings Saved
   - Indicated as Lemmings pass through the exit.

8) Number of Lemmings Currently on screen.

Skills and/or Tasks

Skills and tasks may be limited in some levels. For example, Builders may not be available or only a certain number available for use. You must conserve skills and use them wisely in your plan to save the Lemmings.

Climber

When selected, the Lemming will scale anything that stands vertically in his path. Once you have commanded him to do so he will continue to be Climber the entire time you play the level. For example, even if he is selected to dig at a later time, when the digging task is over he will become a Climber again.

Floater

When selected, the Lemming will be able to safely float down from heights that a normal Lemming could not survive. However, he must be selected AS HE IS FALLING. Once selected, he will remain a Floater for the duration of the level (See Climber).

Bomber

When selected, this Lemming will explode, destroying obstacles and portions of the playing field. However, he will not harm other Lemmings. Once commanded he will count down from five and when reaching one he will explode.

Blocker

When selected, this Lemming will stop other Lemmings from walking past him.

Builder

When selected, this Lemming will build a bridge upward diagonally. He will build in the direction he is facing. However, he will only lay down 12 steps before he gives up and walks off of it.

Basher

When selected, the Lemming will dig horizontally through obstacles that block his way forward. After bashing through the obstacle he no longer remains a basher. Also, some obstacles cannot be penetrated. He can be commanded to do another task during bashing. However, he will stop bashing once commanded to do another task.

Miner

When selected, the Lemming will pick downward creating a diagonal tunnel in the direction he is facing. Some obstacles cannot be penetrated. He can also be commanded during mining to do another task. (See Basher)

Digger

When selected, this Lemming will dig a tunnel straight down through obstacles. Some obstacles cannot be penetrated. He can also be commanded during digging to do another task. (See Basher).

Other Actions

The following actions are not found on the icon menu and therefore cannot be selected, but you may notice when the cursor is placed over Lemmings who are not currently performing a skill or task, the icon menu will describe them engaged in these other actions.

WALKER – Lemming currently walking about the play screen.

JUMPER – Lemming walking over a small bump in the ground.

FLIPPER – A Climber who has finished climbing.

WAVER – A Builder who has finished building.

ATHLETE – A Lemming who has been commanded to do more than one skill. i.e. A Climber and A Floater.

Other Points to Note:

Metal (shown as square plates and usually used to contain liquids) cannot be dug through or exploded away.

Builders stop constructing bridges:

1. When they run out of bricks
2. If the bridge hits a solid object
3. If the Lemming hits his head while building

Miners and Diggers keep digging until they dig through an earth layer, after which they fall through the bottom of the earth layer.

Bashers keep digging until there is no more material in front of them to dig.

A Lemming designated as a Climber or Floater retains these skills until the current level is ended or until he perishes.

All other icon skills take effect as soon as a Lemming is selected – make sure there is something to dig in front of a Basher or he will give up right away and you will have wasted a skill.

A Blocker will stop the other Lemmings from passing **only** if they bump into his **hands.**

Basic Command Guidelines

Examples:

Situation 1: Steep cliff

Solution 1: Command a Blocker to keep Lemmings from going over the cliff.

Solution 2: Command Lemmings to Float safely down.

Solution 3: Build a bridge to the other side.

Solution 4: Mine downward building a sloping pathway to safety.

OR Use a Combination of Commands:

Solution 5: Use a Blocker to keep Lemmings from falling while a Miner tunnels downward. Then command the Miner to Build a bridge across to safety.

Basic Command Guidelines cont'd.

Situation 2: Wall blocking the Lemmings' path.

Solution 1: Command a Basher to dig across through the wall.

Solution 2: Command the Lemmings to Climb over the wall.

Solution 3: Build a bridge up to the top of the wall.

OR Use a Combination of Commands:

Solution 4: Command two Lemmings to climb up the wall. Then command the first to block the next from passing by. When the second Lemming turns back, command him to mine down towards where the remaining Lemmings are trapped.

Situation 3: A trap blocks the pathway forward.

Solution 1: Command a Builder to build a bridge over the trap.

OR Use a Combination of Commands:

Solution 2: Command a Miner to mine down towards the trap then turn the Miner into a Basher and tunnel out across under the trap.

Tips and Hints

- Keep watching your timer. Sometimes your time may run out before all Lemmings have even been released. To prevent this, you may want to increase the speed of their release.

- If you make an error in your planning and do not want to wait for time to run out before making a second attempt at a level, simply select the Lemming Bomb to eliminate all Lemmings from the play screen.

- Bombers can sometimes be used in place of Diggers. When the Bomber explodes he will leave a small hole. When used consecutively in the same spot they eventually will leave a larger hole leading downwards. To control where the Lemming explodes, first turn him into a Blocker to stop him at the area you would like to destroy then turn him into a Bomber. If you don't have any Stoppers, you must time it so the Lemming will explode in the exact area you would like to destroy.

- Some obstacles have arrows that point in a specific direction. This means that they can only be penetrated in that direction. To tackle this obstacle command a Climber to scale the obstacle then turn him into a Floater so he will arrive safely on the ground. Then when he turns around, command him to Bash in the direction the arrows are pointing.

- Builders do not build as fast as the other Lemmings walk. So, command a Blocker to stop the other Lemmings from walking off of the uncompleted bridge. When the bridge is completed, turn the Blocker into a Bomber but be careful because if he is too close to the bridge, he may blow part of it up when he explodes. OR dig under him so he loses his footing and begins walking again. Remember, if you dig too close to the bridge you may ruin it.

Solutions

The following are solutions to levels that most players find mind scrambling! We've added them to give you some added assistance in saving your pals – the Lemmings.

LEVEL: 19 Difficulty: TRICKY

1) Make the first Lemming out of the trap door a Climber. He will climb over the first little wall, go up the steps, fall into the pit and climb out heading for the exit. Just before he gets to the exit, turn him into a Digger. After he digs 4 or 5 times, turn him into a Builder. He will then lay a couple of bricks and turn around when he runs out of space. Now, he has turned toward the left.

Solutions continued

2) Once he is facing left, turn him into a Miner. He will dig into the pit making an exit route out of the pit. When he is in the pit, turn him into a Basher. He will bash towards the left where all the other Lemmings remain.

3) Make sure you turn this Lemming into a Floater, otherwise he will climb the pole on the left side of the screen, get to the top and fall to the ground – splat!

LEVEL: 23 Difficulty: TRICKY

1) Command the first two Lemmings who make it to the center block into Bashers when they first come in contact with a block. If this is done correctly, 48 to 52 Lemmings will collect in the right-hand pit.

2) While a Lemming is going through the tunnel created by a Basher, make him into a Climber so that when he falls into the right-hand pit he will climb out and head toward the exit. (You are doing this ahead of time so that all the Lemmings are not stuck together in a mass.)

3) When the Climber is almost to the exit turn him into a Digger. Let him dig 4 or 5 times then turn him into a Builder. Once he lays down a couple of bricks he will turn and face left, then turn him into a Miner.

4) You need to save this Lemming to reach your percentage so he must dig at an angle through the little wooden platform and into the gap which is underneath the platform. He will take one last swing into the big center block (the one with the tunnel bashed through it) then he will climb up the side, bump his head, fall down and turn around and head back towards the exit if all is done correctly.

LEVEL: 20 Difficulty: MAYHEM

1) Make the first Lemming into a Basher when he gets to the two columns on the right side of the little room at the top of the screen. Make the second Lemming into a Blocker to isolate the first Lemming from the others.

2) Once he makes it through the two columns, turn him into a Builder. However, you must start building just as the Lemming is about to fall off of the upper part of the level so that when he lays down his last tile he will turn around and head towards the left.

3) Before he reaches the Blocker turn him into a Miner so that he digs under the Blocker. The Blocker will lose his footing and begin walking again. The Miner will continue to dig until he falls through the floor. The other Lemmings will walk to the right, over the bridge and exit.

4) Just as the very last Lemming climbs across the bridge, you must have him destroy the very end of the bridge (where it meets the platform where the exit is). At the time he is about to step off the bridge, turn him into a Miner. He will swing once destroying that part of the bridge and fall down.

5) There are still two Lemmings that must exit. Turn them into Climbers so that they will climb up to the platform where the exit is.

The "Sunsoft Bonus Five"

STOP! Hold it right there pal! Are you sure you saved every last Lemming? Just when you thought you saved the species - we found more! That's right. Sunsoft has added 5 more bonus levels to tax your ticker - and they're real doozies!

Only the genuinely dedicated with superior intellects can save the last few stragglers and earn the honor worthy of viewing "the grand finale" (and your guilty conscience can finally get some needed rest).

Passwords

	FUN	TRICKY
Level 1:		
Level 2:		
Level 3:		
Level 4:		
Level 5:		
Level 6:		
Level 7:		
Level 8:		
Level 9:		
Level 10:		
Level 11:		
Level 12:		
Level 13:		
Level 14:		
Level 15:		
Level 16:		
Level 17:		
Level 18:		
Level 19:		
Level 20:		
Level 21:		
Level 22:		
Level 23:		
Level 24:		
Level 25:		
Level 26:		
Level 27:		
Level 28:		
Level 29:		
Level 30:		

TAXING	MAYHEM	SUNSOFT

Scoring

REV-G

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